Softsmith™

Color Me™

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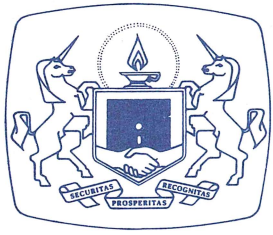

The Software Guild

SYSTEM REQUIREMENTS

Apple® II, II+, IIe or Franklin Ace™ 1000
48K • One Disk Drive • Two Paddles or Joystick
Color Monitor

PACKAGE CONTENTS

Color Me Program Diskette
Instruction Booklet
Warranty Card

OVERVIEW

Introduce your child to the exciting world of computer graphics, colors and textures. Color Me contains twenty-five different pictures and thirty-two colors to challenge your child's artistic creativity. Your child will love to see the results of his or her art work as the colors flow onto the screen! Color Me is ideal for children between the ages of five and twelve.

IMPORTANT TIPS

Follow these tips to minimize problems in running this and many other programs on your microcomputer.

Handle your diskettes carefully and hold them with your fingers on the labeled edge. Always keep them in their special sleeves while not in use.

Do make sure the shift lock light is lit if running this program on the Franklin Ace. This program recognizes only capital letters.

Do not open the disk drive door while the "in-use" light is on. This may damage your diskette and render it unusable.

Do not press [CTRL-C] while the "in-use" light is on. Results are unpredictable and damage to your program may result.

Do not press [BREAK] while the program is running.

Do not press [RESET] while the program is running.

Do not try to make a copy of this disk. If during normal use something goes wrong with your diskette, please refer to the Warranty Message section of this manual.

Warning: This software and its manual are both protected by U.S. Copyright Law (Title 17 United States Code). Unauthorized reproduction and/or sales of the software and its manual may result in imprisonment of up to one year and fines of up to $10,000 (17 USC 506). In addition, copyright infringers may also be subject to civil liability.

Color Me Manual v.1
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ABOUT COLOR ME

Color Me is a computerized coloring book which introduces children to the exciting world of computer colors, textures and graphic combinations. It is ideal for youngsters five to twelve. Color Me contains twenty-five hi-resolution pictures showing familiar scenes, objects and animals that can be colored over and over again. Each picture includes a title in large capital letters to aid in the development of word and subject identification. The pictures vary in the difficulty of coloring, from very simple to fairly complex.

Color Me is only one fine product in the Softsmith line of quality software. Whenever you purchase a program from Softmith, you are assured that it is useful, functions smoothly and is "user-friendly." Consult your local dealer for a complete catalog and demonstration.

GETTING STARTED

To get started with Color Me simply follow these steps (this is called "booting"):

1. Make sure that the power switch on the rear left of the computer is in the off position. Connect the game paddles or joystick. Then turn on your monitor.

2. Open the disk drive door by pulling out and up on its bottom edge. Slip the program diskette into drive #1 with your right thumb on the diskette's label. (The label will be up and will be the last edge of the diskette to enter the drive.)

3. When the diskette is entirely in the drive, close the drive door.

4. Turn the power switch to the on position. You will hear a "beep" from the computer and the "in-use" light on the disk drive will come on. This means that the program is loading.

You will now see the Softsmith logo and Color Me title screen appear. If you don't, please try turning your computer off briefly, and then on again.

PLAYING INSTRUCTIONS

About a minute after the Color Me title screen appears, the computer displays the first picture. The upper portion of the screen contains the picture. The lower portion of the screen contains the thirty-two color choices and four boxes with the letters "P," "C," "K" and "E."

To select a color, move the cursor (it looks like a "+" sign) to the color you desire by using the paddles or joystick. Then press button #0. The computer will place a flashing square-shaped cursor in the color box. Then move the "+" shaped cursor to the area of the picture you wish to color and press button #0 again. The computer will fill in the area with your color. Press button #1 to stop the filling in process.

The four letters in the lower right-hand corner control what you can do with a picture. Move the "+" cursor to the letter of the command you wish and press button #0. "P" moves to the next picture. "C" colors in a picture automatically. "K" keeps the present color information for automatic coloring the next time. "E" erases the color from the picture for recoloring.

In addition to the paddle controls, Color Me includes some additional keyboard controls. Press [P] to go to the next picture and press [C] to color a picture automatically. You may recall a picture using its number by pressing [N], typing in its number and then pressing [RETURN]. End the game by pressing [Q] or [ESC].

GAME CONTROLS

From the Game Paddles or Joystick

Button #0	selects a color; fills in an area with the color; activates letter commands
Button #1	stops the filling in process
P + Button #0	moves to the next picture (press button #0)
C + Button #0	automatically colors in a picture
K + Button #0	stores the present color information to be colored in automatically
E + Button #0	erases the color from a picture

From the Keyboard

P	moves to the next picture
C	automatically colors the picture
N + number + RETURN	selects a picture by its number
Q	ends the game
ESC	ends the game

COLOR ME PICTURES

1- BOY
2- BIRD
3- TURTLE
4- CLOWN
5- BUTTERFLY
6- CHILDREN
7- CAT
8- TEDDY BEAR
9- SAILBOAT
10- FROG
11- PIGGY BANK
12- KITTEN
13- CHICKS
14- SWING
15- COW
16- PUPPY
17- ICE CREAM
18- BIRTHDAY CAKE
19- FLOWERS
20- APPLE
21- TALK
22- RAIN
23- FALL
24- BICYCLE
25- WORLD

WARRANTY MESSAGE

Please take a moment to fill out and mail the enclosed Warranty Card. By having your name on file we will be able to provide better customer service, including information on program updates and replacement of damaged diskettes.

A great deal of effort has gone into preparing this program to operate smoothly and without "bugs." Should you have problems running your program, please contact The Software Guild Customer Service Department. Our toll free number is 1 (800) 341-4000.

Given normal use, it should not be possible to damage your diskette. Should your diskette (or the program on it) become damaged, however, please send it to us together with a short description of the problem. The Software Guild, Inc. will replace your disk promptly, per warranty provisions.

The objective of The Software Guild, Inc. is to provide the highest quality software products available. In order to improve our products wherever possible, we are happy to receive comments, criticism or praise. Write to us at:

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